

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**LISTING OF CLAIMS:**

Claims 1-56. (Canceled)

57. (Currently Amended) A method for facilitating interactivity between objects appearing on a desktop and in windows of a computer user interface, comprising the steps of:

displaying one or more windows in a ~~normal~~ first view such that the windows can obscure a user's view of objects on the desktop of the user interface;

~~temporarily removing~~ moving the windows from their obscuring positions into a second view in response to a first user command, wherein the second view exposes at least a part of the desktop obscured by the one or more windows in the first view;

selecting at least one of said desktop objects while the windows are ~~removed~~ moved in the second view;

returning the windows to their original positions in the first view in response to a second command from the user, while maintaining the selection of said desktop object; and

placing the selected object in one of said windows in the first view.

58. (Currently Amended) The method of claim 57 wherein the step of ~~temporarily removing~~ moving the windows comprises the steps of displaying a border area along at least one edge of the desktop, and moving the windows to positions within said border area.

59. (Original) The method of claim 58 wherein the step of returning the windows is initiated by dragging the selected desktop object to said border area.

60. (Currently Amended) A method for facilitating interactivity between objects appearing on a desktop and in windows of a computer user interface, comprising the steps of:

displaying one or more windows in a ~~normal~~ first view such that the windows can obscure a user's view of objects on the desktop of the user interface;

selecting an object in a window while the first view is displayed;

~~temporarily removing~~ moving the windows from their obscuring positions into a second view in response to a first user command, to expose at least a part of the desktop obscured by the one or more windows in the first view while maintaining the selection of the object;

placing the selected object on the desktop or a desktop object while the windows are ~~removed~~ moved in the second view; and

returning the windows to their original positions in the first view in response to a second command from the user.

Claims 61-75. (Canceled)

76. (Previously Presented) The method of claim 60, wherein said second command comprises releasing the selected object onto the desktop or desktop object.

77. (Previously Presented) The method of claim 60, wherein at least one of said first and second commands comprises moving a cursor to a predetermined area on the desktop.

78. (Previously Presented) The method of claim 77, wherein said predetermined area comprises a designated corner of the desktop.

79. (Previously Presented) The method of claim 77, wherein said first user command is invoked by dragging the selected object to the predetermined area with the cursor.

80. (Previously Presented) The method of claim 57, wherein at least one of said first and second commands comprises moving a cursor to a predetermined area on the desktop.

81. (Previously Presented) The method of claim 80, wherein said predetermined area comprises a designated corner of the desktop.

82. (Previously Presented) The method of claim 80, wherein said second command is invoked by dragging the selected object to the predetermined area with the cursor.

83. (Currently Amended) A method for facilitating interactivity between objects appearing on a desktop and in windows of a computer user interface, comprising the steps of:

displaying one or more windows in a first view such that the windows can obscure a user's view of objects on the desktop of the user interface;

~~temporarily removing~~ moving the windows from their obscuring positions in a second view, in response to a first user command, wherein the second view exposes at least a part of the desktop obscured by the one or more windows in the first view;

returning the windows to their original positions of said first view, in response to a second command from the user;

selecting an object in one of the windows or from the desktop while one of the first view or second-~~views~~ view, respectively, is being displayed;

maintaining the selection of the object while switching to the other of said first view or said second view; and

placing said selected object on the desktop or in one of said windows, respectively, after switching to the other of said first view or second-~~views~~ view.

84. (Currently Amended) The method of claim 83 wherein the step of ~~temporarily removing~~ moving the windows comprises the steps of displaying a border area along at least one edge of the desktop, and moving the windows to positions within said border area.

85. (Previously Presented) The method of claim 84 wherein the step of returning the windows is initiated by dragging the selected desktop object to said border area.

86. (Previously Presented) The method of claim 83, wherein at least one of said first and second commands comprises moving a cursor to a predetermined area on the desktop.

87. (Previously Presented) The method of claim 86, wherein said predetermined area comprises a designated corner of the desktop.